

[I sent many questions to The Avalon Hill Game Company regarding the Blitzkrieg 75 Rules. This list contains the majority. The questions omitted were left out because my earlier questions were not clear enough to provide a response or the question duplicated an earlier question. The format begins with the rule reference followed by the TAHGC stamped received date in parentheses. I always provided "yes" and "no" options and additional detractors as necessary. Comments added by TAHGC are italicized. The TAHGC responder in all cases was "ARH" – Richard Hamblen. Any information added that was not contained in the letters is enclosed in brackets.]

BLITZKRIEG 75 Q&A

3/32.7/33.7 Set-Up (12 May 86)

Q: May Red place patrollers or patrol /interdictors in the air during initial placement?

A: No.

8.3 Zones of Control (28 Mar 79)

Q: Can armor and air-assault units retreat through infantry, airborne, and artillery zones of control?

A: No

8.3 Zones of Control (12 May 86)

Q: Mr. Harmon [author of an article in General magazine] concludes that armor and air-assault units can retreat through ZOCs of enemy units other than armor and air-assault. This conclusion is stated in the General magazine, Volume 20, Number 4, page 27. I had previously questioned whether armor and air-assault units could retreat through ZOC of units other than armor and air-assault. A response dated Mar 28, 1979, by TAHGC established the fact that armor and air-assault could not retreat through enemy ZOC. Well, which is correct?

A: Armor and air-assault cannot retreat through enemy unit ZOC.

8.3/19.3 Zones of Control (12 May 86)

Q: Can armor and air-assault units exit into the Sea Zone from a port in the zone of control of a unit other than armor or air-assault?

A: No. *City not friendly*

8.3/19.3 Zones of Control (12 May 86)

Q: Can infantry units exit into the Sea Zone from a port in the zone of control of an enemy unit?

A: No. *City not friendly*

9.3/9.4 Air Transport (12 May 86)

Q: Does air transport of airborne and air-assault units count against the four unit air transport limit?

A: Yes.

9.3 Air Transport (12 May 86)

Q: May a one hex city, holding at the beginning of a movement phase three full air units, be used as a take-off city for air transport?

A: Yes.

9.4 Airdrop (12 May 86)

Q: May air-assault units land in the ZOC of a unit (or city) other than armor or air-assault?

A: No.

15 Rounding Fractions (12 May 86)

Q: Rounding Fractions: Optional and tournament rules introduce fractions. Formerly, I had asked questions concerning rounding. The response was made that "no rounding" was to be made. This response is not satisfactory as, for example, when 7 bombing factors are halved; no column of the BBT is applicable. Simply, rounding must occur or the combat tables changed. Also, the method of rounding is of concern. If a unit's factor is halved, rounded, and doubled; a different final factor is possible than when a unit is doubled, halved, and rounded. Are units, for which rounding is specified, rounded individually and then summed or summed first and rounded as a group? For example, five 1 factor air units are on an airbase returning fire against a strafers (32.6). If each unit is rounded individually, the 5-8 column on the ACT is used for AA fire. If the units are summed and then rounded as a group ($\frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \frac{1}{2} = 2 \frac{1}{2}$ goes to 3), the 1-4 column of the ACT is used.

A: The stack or group of units is summed and then rounded. The 1-4 column would be used in your example. *In all cases, fractions are retained until the final total is obtained, and any fractions in the final total are truncated if necessary. Note on rounding: Fractions are retained as long as possible, and are dropped only when required by the table. This procedure is needed to give clear result when rounding changes the result. For example, consider 6 points attacking 3 when the 3 points are halved. The result is 4 to 1 – 6 to 1½. It is not 6 to 2 (rounding up) and it is not 6 to 1 (rounding down).*

15 Resolving Battles

Q: In what specific order are attacking and defending modifiers made?

A: *No truncation until final total obtained.*

15 Resolving Battles (12 May 86)

Q: May a unit be halved more than once?

A: Yes.

19.3/20.3 Sea Movement (26 Mar 87)

Q: During a single movement phase, ten units move ashore through a friendly port. May another ten units go to sea during the same movement phase?

A: Yes.

19.3/20.3 Units at Sea (26 Mar 87)

Q: During a single movement phase, ten invading units land on vacant beach hexes. May another ten units go to sea during the same movement phase?

A: Yes.

19.3/20.3 Units at Sea (26 Mar 87)

Q: During a single movement phase, ten invading units assault from full sea hexes against defenders on beach hexes. Following combat, the invading units will either land or be eliminated. May another ten units go to sea during the same movement phase with the ten units still on full sea hexes pending combat?

A: No. *The invading [units] that are on sea hexes count towards the 10 unit limit*

19.4 Sea Movement (12 May 86)

Q: If Blue has a unit at AA13, does that unit block Red access to Sea Zone A from CC15 or VV25?

A: No. *Next time, please diagram the position...*

19.4 Sea Movement (12 May 86)

Q: If Blue has units at W33 and Z33, may Red use BB31 (or X27) as a port?

A: No, ZOCs block access

19.4 Sea Movement (12 May 86)

Q: If Blue has a unit at D1, may Red move from Sea Zone A to Sea Zone B?

A: Yes. *Next time, please diagram the position...*

20.1 Invasions (12 May 86)

Q: May an air-assault unit land on a beach hex during an air drop?

A: Yes.

20.34/20.35 Invasions (12 May 86)

Q: Paragraph 20.34 states that, "Assaulting units on sea hexes are automatically eliminated no matter what the results...." Yet, paragraph 20.35 states that, "...assaulting units still on sea hexes may be moved on to vacant adjacent beach hexes..." and that only, "...units that were required to retreat or were not able to land after combat are eliminated...." Which paragraph is correct?

A: Both. *Units that attack [enemy units on] non-beach hexes are eliminated.*

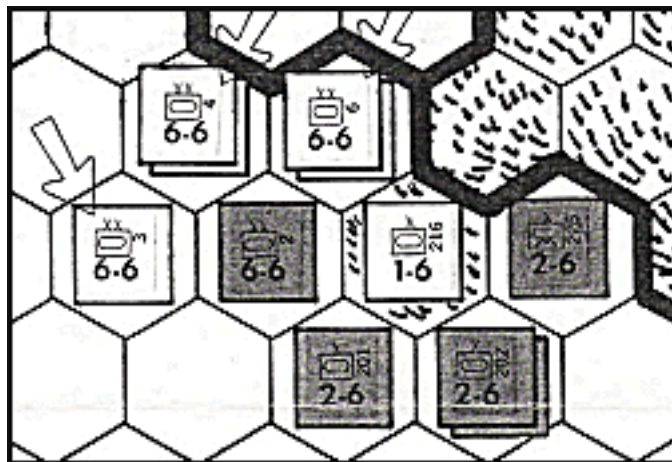
21/32.31 Automatic Victory (12 May 86)

Q: Do AV'd units activate interceptor range limits?

A: No.

21.1 Automatic Victory (12 May 86)

Q: Red begins a turn with the 216th Arm Bde at JJ25, out of supply, and surrounded by the Blue 2 Arm Div, three Arm Bdes, and one Air-assault Bde. Red moves up five 6 factor Arm Div's. Red claims an Automatic Victory on Blue 2 Arm Div.



Blue disputes claiming that as Red's 216th Bde is fighting at 1 to 8 odds and cannot make a legal attack (14.9), Red's unit does not block retreat routes and an automatic victory has not occurred. Who is correct?

A: Red, *the AV takes place.*

21.1 Automatic Victory (12 May 86)

Q: Can an automatic victory occur at 3:1 odds when only a single factor is defending?

A: No.

21.3 Advance after AV (12 May 86)

Q: In an advance after combat the last sentence (21.3) states that advancing units must halt, "...if the first hex after combat is into a zone of control, mountain or woods hex...." May an armor or air-assault unit continue if the zone of control is from a unit other than armor or air-assault?

A: No.

21.3 Advance after AV (12 May 86)

Q: In an advance after combat the last sentence (21.3) states that advancing units must halt, "...if the first hex after combat is into a zone of control, mountain or woods hex...." May an armor, air-assault, and artillery still advance when the first hex is a wood hex?

A: No.

23.5 Supply (28 Mar 79)

Q: Is there a limit to the number of units that can be supplied through a friendly port hex?

A: No.

25 Artillery Combat (12 May 86)

Q: May artillery conduct a barrage in defense?

A: No.

26.4 Hidden Movement Limits (8 Sep 86)

Q: The question that I [previously] asked was, "When are 'hidden movement limits' used?". Your response was, "What are you referring to?" The paragraph that I referred to was written as 26.1; the correct paragraph is 26.4. In the third and fourth lines of paragraph 26.4, hidden movement is referred to. Am I correct in assuming that this reference was to a rule that was later deleted and that editing accidentally missed deleting the reference?

A: Yes, sort of. No hidden movement rules exist. The reference is an error. *The hidden movement rules were eventually published in GENERAL.*

27/23.5 Ranger Supply (26 Mar 87)

Q: Can Rangers be supplied over the "coast" in the same manner as other invading units are supplied over the beach?

A: Yes.

28 Replacements (28 Mar 79)

Q: Does "half" as used in 28.3 and 28.4 mean "three"? That is if only two aircraft are or can be taken, is the player limited to two (half) ground replacement units?

A: No.

28 Replacements (28 Mar 79)

Q: Can replacements exceeding the OAC forces be taken providing that the substitutes are available?

A: Yes.

28 Replacements (12 May 86)

Q: Must an inactive substitute counter be available in order for it to be accumulated? For example, one 4 and one 2 factor inactive TACs are available. On one turn, the 2 factor TAC is "accumulated". On the next turn, although no 2 factor TAC is available, may the 4 factor TAC be activated with the "accumulated" 2 factor TAC?

A: *The answer is No [then after a lot of checking of yes, no, and obliterating of notes]. There is a typo in the rulebook – replacements cannot be accumulated. The other rules make this ruling inescapable.*

28.3 Replacements (12 May 86)

Q: If an aircraft city has been captured, is the ground unit replacement capacity also reduced to two substitute units?

A: No.

28.5 Replacements (12 May 86)

Q: Can an aircraft city in an enemy ZOC but not captured generate a replacement?

A: Yes, *assuming it is not bombed.*

29.6 Minor Countries (28 Mar 79)

Q: Does the aggressor 2 factor loss per turn resume when the opposition takes one city of a formerly subdued minor country?

A: Yes.

29.7 Minor Countries (12 May 86)

Q: May aggressor units in a minor country be voluntarily left out of supply to prevent the 2 factor supply loss?

A: Yes.

29.7 Minor Countries (12 May 86)

Q: If a supply route is traced through non-road hexes by an aggressor in a minor country who does not garrison all cities in the minor country, are 2 factors still lost?

A: Yes.

29.7 Minor Countries (12 May 86)

Q: If the only aggressor units in a minor country city are supplied by air transport, does the aggressor still lose 2 factors due to supply?

A: Yes.

29.7 Minor Countries (12 May 86)

Q: If an aggressor unit is on the border of an un-subdued minor country such that a supply route need not be traced through that minor country despite the presence of the unit in the minor country, are 2 factors still lost die to supply?

A: Yes, you must pay for tracing through or into.

30/33/36 Bombing (8 Sep 86)

Q: My question [in a previous letter] was, "May the opponent identify the specific mission in a multiple air mission target hex that is being intercepted?" Your response was. "I don't think I know what you mean...". You had indicated before that more than one bombing mission could be conducted against a single hex. Suppose that 16 factors of SAC and MDM are bombing hex CC39. The attacker states that 8 factors are attacking the Basic Industry (36.3) and 8 factors are attacking the road net (33.4). The attacking force is not escorted. The defender has 4 FTR factors with which to intercept. The defender rolls a "1" on the 9-12 column of the ACT; thus 3 bombers are destroyed. May the defender specify which bombing groups are to take what losses?

A: No, the attacker may take the losses in any manner he chooses.

30/33/36 Bombing (28 Mar 79)

Q: May multiple air missions be conducted against the same hex?

A: Yes.

30/33/36 Bombing (28 Mar 79)

Q: Must the specific missions of bombers conducting multiple missions against a single target hex be identified to the opponent prior to any combat?

A: Yes.

30.2 Aircraft Movement (12 May 86)

Q: In the aircraft "movement factor" (2.5) the same as aircraft "range" (30.2, 30.3, etc.)?

A: Yes.

30.2 Airbases (12 May 86)

Q: May a three hex city hold nine full air units; three full air units per city hex?

A: Yes.

30.3 Air Units at Sea (12 May 86)

Q: One full unit of TAC is legally at sea. This TAC unit conducts a mission over land and intends to land at a friendly city upon mission completion. May a FTR unit in a port go to sea during the same movement phase?

A: Yes.

30.3 Air Units at Sea (8 Sep 86)

Q: May air units voluntarily conduct suicide missions? For example: 4 factors of TAC are at sea and conducting a bombing mission on land targets. 2 FTR factors go to sea. If two TAC are not eliminated during combat, two aircraft must still be destroyed due to limits of aircraft at sea.

A: No, air units may not go to sea unless space exists for them to land at sea before results of combat are determined.

30.5 Aircraft Movement (12 May 86)

Q: Paragraph 30.5 states that, "...air units [return] to the base they flew from (if still friendly)...." Is not the situation where a base would become unfriendly during a bomber mission exceedingly rare? (An enemy defender's advance adjacent to the bomber unit's former base is the only situation that I can envision.)

A: Yes, the situation is rare.

30.5 Aircraft Movement (28 Mar 79)

Q: Must aircraft return to the original base if conducting a mission other than transfer?

A: No.

30.5/32.7 Patrol Return to Base (26 Mar 87)

Q: May an aircraft that remains in the air during the opponent's player turn land at a city that was friendly at the beginning of the opposing player's turn or must it return to a city that was friendly at the beginning of the owning player's turn?

A: Land at the old friendly city.

30.7/32.3 Staging (8 Sep 86)

Q: May interceptors intercept aircraft that are only changing bases?

A: No.

30.8 Double Strength Bombing (12 May 86)

Q: Do TAC operating from full sea hexes at less than half range double their bombing factor also?

A: Yes.

30.8 Double Strength Bombing (28 Mar 79)

Q: Does the double strength at less than half range provision apply to TAC and MDM aircraft reducing cities?

A: Yes.

30.8 Double Strength Bombing (12 May 86)

Q: If 6 factors of MDM air are bombing at double strength, how many ground factors must be participating? (12 May 86)

A: 12.

30.8 Double Strength Bombing (12 May 86)

Q: Is TAC, conducting a patrol/interdiction mission (33.7) at less than half range, doubled? That is, are 2 factors of TAC equal to the 4 factors necessary for effective interdiction?

A: Yes.

32 Air Combat (12 May 86)

Q: Is air to air and antiaircraft fire simultaneous; i.e. do both side fire before any losses are taken?

A: Yes.

32.3 Interception (26 Mar 87)

Q: May fighters be used as interceptors during the owning player's turn (to intercept patrol/interdictors for example)?

A: No. *Interception must be done when the owner is defending. Hunters can be used to attack Patrol-Interdictors that were not attacked by interceptors.*

32.31 Interception (12 May 86)

Q: Is interceptor range limited to the distance that the enemy flew between the first friendly ground unit ZOC (among other criteria) and the target hex?

A: Yes.

32.31 Interception (28 Mar 79)

Q: Do AV'd units still activate interceptor range limits?

A: No.

32.31 Interception (28 Mar 79)

Q: The last sentence of 32.31 promises further explanation of intercept limitation in 32.7 and 34.7. Does 34.7 exist?

A: No. *"Sob!"*

32.4 Escort (28 Mar 79)

Q: Do escorts protect all missions in a multiple bombing mission hex?

A: Yes.

32.4 Escort (28 Mar 79)

Q: Can air missions other than bomber and air transport be escorted?

A: No.

32.5 Hunter Interdictors (26 Mar 87)

Q: May hunters become patrol/interdictors (as well as patrollers or interceptors) during the opposing player's turn?

A: No.

32.52 Hunter Patrollers (12 May 86)

Q: Paragraph 32.52 states that hunters not engaged by interceptors may conduct "patrol missions". Is this correct?

A: Yes, *they stay up and patrol during the enemy turn.*

32.52 Hunter Interceptors (12 May 86)

Q: If hunters can patrol, may they intercept (32.7) like air units originally designated as patrollers?

A: Yes.

32.53/32.73 Aircraft Movement (26 Mar 87)

Q: Hunters and Patrollers may fly up to 24 hexes. Does this mean that a patroller may fly, for example, 20 hexes to a patrol hex and then 2 hexes to an intercept hex and then 2 more hexes to a friendly airbase?

A: No, fighters may only fly 12 hexes maximum during each leg of its movement. The total that a fighter may fly is 24 hexes during its movement, strafe, interception and return to base. [Final answer checked after much checking, writing, and obliterating with the following added words: *Yipes! You almost confused me!*]

32.6 Patroller Strafing (28 Mar 79)

Q: As interceptors may strafe (32.3) and patrollers may intercept (32.7), may patrollers strafe if not otherwise engaged?

A: Yes.

32.6 Airbase AA Fire (12 May 86)

Q: May grounded aircraft conduct antiaircraft fire from an unfriendly city?

A: Yes.

32.71 Patrollers (8 Sep 86)

Q: Shouldn't the "33.6" reference used in paragraph 32.71 actually be 33.7?

A: Yes.

32.74 AV Nullification (12 May 86)

Q: Units involved in an automatic victory which is nullified are to retrace steps as in paragraph "23.5". Paragraph "23.5" deals with supply of invading units. What is the correct paragraph?

A: *It was inadvertently left out. The units must "pile up" as close as possible before entering the*

AV, but not in enemy ZOC (and they cannot attack in anyway).

33.2 Bombing Airbase (12 May 86)

Q: Does successful bombing of a single hex of a multi-hex airbase (city) affect just that single specific hex or the whole group of hexes that constitute that city?

A: Single hex.

33.2 Airbase AA Fire (12 May 86)

Q: May grounded aircraft conduct anti-aircraft fire if unable to fly because of oil or industry shortage?

A: Yes.

33.3 Bombing Port (12 May 86)

Q: Does successful bombing of a single hex of a multi-hex port facility affect that single hex or the entire group of hexes that constitute the port?

A: Single hex.

33.4 Bombing City-Road (12 May 86)

Q: Does successful bombing of a single hex of a multi-hex city affect only that single hex or all hexes in so far as road net damage is concerned?

A: Single hex.

33.4 Bombing City-Road (12 May 86)

Q: What does the abbreviation "RCX" mean?

A: *Road-city eliminated.*

33.5 Bombing Industry (12 May 86)

Q: What does the abbreviation "SRIX" mean?

A: *Supply-Replacement-Industry eliminated.*

33.5 Bombing Supply (12 May 86)

Q: Does successful bombing of a single hex of a multi-hex city affect just that single hex or the entire group of hexes as a supply source?

A: Single hex.

33.5 Bombing Replacements (12 May 86)

Q: Does successful bombing of a single hex of a multi-hex city negate the use of just that single hex of the entire group of hexes for replacement purposes?

A: Single hex. *You must bomb the hex specified.*

33.5/36 Bombing Resources (12 May 86)

Q: When attacking critical resources must all city hexes be successfully bombed on the same turn?

A: No, only one hex of a multi-hex city needs be successfully bombed for the resource restriction to occur. *The hex specified must be bombed.*

33.5/36 Bombing Resources (8 Sep 86)

Q: in response to two [earlier] questions, you indicated that the "hex specified" must be bombed. What is meant by that term?

A: The specific hex listed in 36.3 and 36.4 must be in order to affect Basic Industry or Naval Stores. For example, hex GGG45 (not hexes GGG46 or FFF45) must be bombed by Blue to reduce Red's Basic Industry. *This is it, except that [aircraft] replacements also came from specific hexes (see 28.5).*

33.7 TAC Interdictors (12 May 86)

Q: Do TAC match interceptors on a one for one basis even though TAC "fires" at half strength on the ACT?

A: No, *it takes two TAC to match one FTR.*

33.7 TAC Interdictors (12 May 86)

Q: What rounding procedure is used for TAC? (12 May 86)

A: The TAC factors are halved, summed, and rounded down as a group.

33.7 AA Fire (12 May 86)

Q: Are fractions of ground units that are conducting AA fire against strafing rounded up or down?

A: Not rounded. *Drop final fractions.*

34 Weather (12 May 86)

Q: During rain and snow, are fractions of air units' attack factors rounded up or down?

A: Not rounded. *Drop the fractions from the final value.*

35.1 Naval Ascendancy (26 Mar 87)

Q: Air units in ports that are out of supply do not provide naval points. If an air unit at sea is out of supply (in a zone of enemy naval superiority for example), does it still count towards naval points ("1 naval point for each basic attack factor as sea....")?

A: Yes

35.1 Naval Ascendancy (26 Mar 87)

Q: How many naval points are provided by an 8-4-4 Artillery unit at sea but out of supply due to enemy naval superiority?

A: 8. Use "basic attack factors".

35.1 Naval Ascendancy (12 May 86)

Q: Does a two hex port count as 1 or 2 Naval Points towards Naval Ascendancy?

A: 2.

35.1 Naval Ascendancy (12 May 86)

Q: Are rangers, who invaded on the previous turn, included in the Naval Point count towards Naval Ascendancy?

A: Yes.

35.1 Naval Ascendancy (12 May 86)

Q: Do the conditions of 36.32 and 36.33 (half strength due to Basic Industry shortage) upon air units affect the count of Naval Points?

A: Yes, *factors count as 1/2 value.*

35.1 Naval Ascendancy (12 May 86)

Q: Must an air unit be in a "friendly" city to count as a naval point?

A: Yes.

35.1 Naval Ascendancy (26 Mar 87)

Q: Paragraph 35.1 states, "Each player also receives naval points equal to the number of factors with which he invaded in that sea zone in his previous player-turn." Does this mean that a player receives no naval points for an invasion force on the player turn immediately following the invasion (the opposing player's turn), but receives full credit on the second player turn (his next player turn) following an invasion?

A: No, following an invasion a player receives credit for the invasion force during both the opposing player's turn and his next player turn. *Actually, this is exactly what the rule says. When I am the defender, what was my previous turn?*

35.21 Naval Ascendancy (26 Mar 87)

Q: A unit is at sea in a zone of enemy naval superiority and is therefore unsupplied. If that unit lands at a friendly port in its home country, is it now in supply for movement and combat during the balance of its movement?

A: No.

35.31 Naval Superiority (12 May 86)

Q: Are rangers doubled when attacking from full sea hexes in zones of friendly naval superiority?

A: Yes.

35.31 Naval Superiority (12 May 86)

Q: If an uninvasion minor city is attacked from a full sea hex by rangers (or hex CC15 by any invading unit) in a zone of friendly naval superiority, may the rangers move on to the city, capturing it, even if the Minor City Reduction Table show the city as unreduced?

A: No.

35.31 Naval Superiority (12 May 86)

Q: A defending unit on a seacoast hex is attacked by a unit on a full sea hex in a zone of opposing naval superiority. The defender, despite winning the battle, is "pushed back" with the invader occupying the defender's former hex. What happens if the defender can only be "pushed back" into a ZOC of the opposing force?

A: The defender is eliminated. *It is a retreat.* "Pushed back" = retreat.

35.31 Naval Superiority (12 May 86)

Q: Is a marine division doubled, tripled, or quadrupled when invading from a full sea hex in a zone of friendly naval superiority during fog?

A: Doubled. Units can only be doubled once.

35.31 Naval Superiority (12 May 86)

Q: May rangers invade in an area of enemy Naval Superiority, in an uncontrolled zone, or into an adjacent enemy controlled uncontested zone?

A: No to all.

36.1 Critical Resources (12 May 86)

Q: If an enemy unit is adjacent to a resource city occupied by a friendly unit, is the resource capability lost?

A: Yes, *the city must be friendly.*

36.3 Critical Resources (12 May 86)

Q: With reduced industrial capacity, are fractions of ground and air units attack or defense strengths rounded up or down?

A: Not rounded. *Drop final fractions if necessary.*

36.3/36.4 Critical Resources (12 May 86)

Q: In order to reduce industry or naval stores, must all hexes of a multi-hex city be captured?

A: No, *only the hex specified.*

36.33 Basic Industry (26 Mar 87)

Q: With only one Basic Industry, may Patrol/Interdiction Missions be flown?

A: No.

36.4 Naval Stores (12 May 86)

Q: Under what circumstances, if any, may a country's capacity to go to sea be restored if a player temporarily loses control of all naval store cities simultaneously?

A: None.

Addendum PBM (12 May 86)

Q: In the PBM addendum, should not the references to rule 33 actually be rule 32?

A: Yes.

Barrage and Bombing Table (12 May 86)

Q: Is the Barrage and Bombing Table (BBT), page 20, just another name for the Barrage and Bombardment Table of rule 25.2 or is the Barrage and Bombardment Table on page 19 used for person-to-person as well as PBM?

A: Editing error. The BBT on page 20 should be titled Barrage and Bombardment Table.

Air Combat Table (12 May 86)

Q: If an unescorted one factor bomber desires to attack after being intercepted, is the attack possible?

A: No, because $\frac{1}{2}$ *dropped* is zero.

Minor City Reduction Table (12 May 86)

Q: Is not the City Capture table for PBM, page 19, just a title error?

A: Yes.

Terrain Table (26 Mar 87)

Q: An attacker is on a river hex attacking a defender in a city. Is the defender just doubled?

A: Yes, a unit can only be doubled once.●